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Celestial Tokenomics foundation

About this foundation and how it is written

This is version 2.0 of this document. I'm rewriting everything to be more clear and concise. Also I'm giving every functionality a once over.

Goals

- Upgradeable contracts
- Painless swap to new tokens
- We want a system where the system itself incentivises the strategy, so that the community doesn't need to follow a strategy that feels like a sacrifice.
- Even though many seigniorage protocols have stated that it is their goal to create a new coin that's stable to the peg, this is actually complete bollocks, and they've copied this nonsense text from each other too... We just want a token that gets used and is useful. It's nice to have mechanisms to have some sort of lower limit and upper limit, but by no means is 1.00 TWAP ever our goal. Rather we should set our systems so that our target hovers at a healthy 1.25 ± 0.25 TWAP. Low enough that buying isn't scary, but high enough to show the token is radiant with health.

Names changes

- Printer becomes: Stars
- Cash becomes: Radiance
- Cbonds becomes: Glow

To do

- Rewrite everything below the Hall of Ma'at

Tokens

Stars, features

- All contracts (not people's wallets) are blacklisted from trade by default (to counter sandwich bots). Any bots that we wish to function on our contracts, we will whitelist. The contract therefore stays upgradeable. Also minting remains an option.
- Stars and Stars-BUSD LP print radiance in the boardroom, see Halls of Apollo
- Stars are not inflationary, but rather stay at one minted total supply unless there is a strong, communally supported reason to adjust it.
- Stars are the main voting token for our ecosystem if we would ever call for a vote.
- Whenever Radiance is under peg, Stars endure an extra sales tax. This extra sales tax is 0.9 times the percentage that the most recent TWAP is under 1.0. So for example a TWAP 0.97 would incur a 2.7% sales tax (as $0.03 \times 0.9 = 0.027$) and a TWAP of 0.33 would incur a 60.3% sales tax (as $0.67 \times 0.9 = 0.603$).
- The tax gets used as follows:
 - 1 - Use the Stars to buy Radiance over the Radiance-Stars LP (taxless, of course)
 - 2 - Use up to 40% of that Radiance to buy Glow Token. If there isn't enough Glow Token to buy, it will simply buy up to the maximum. The Glow gets sent to the Fusion Treasury.
 - 3 - Burn all leftover Radiance.

Radiance, features

- All contracts (not people's wallets) are blacklisted from trade by default (to counter sandwich bots). Any bots that we wish to function on our contracts, we will whitelist. The contract therefore stays upgradeable. Also minting remains an option.
- Radiance is printed in the boardroom whenever it is above peg.
- Radiance is the main trading token for our ecosystem.
- Peg is 1 BUSD, but targeted average is 1.25 BUSD.

Glow, features

- Radiance can be burned via a burn-mint for Glow when Radiance is under peg on a 1:1 basis.
- Glow can be burned via a swap for Radiance when Radiance is above peg, giving a premium when over 1.1 peg. The premium is +10% for each 0.1 TWAP over 1.1 TWAP to a maximum of 200%. It would look like this:

TWAP	Glow Value in Radiance	Glow value in BUSD
Under 1.0	Unsellable, equal	Unsellable, equal
1.0 to 1.1	equal	equal
1.2	1.1	1.32
1.3	1.2	1.56
1.4	1.3	1.82
1.5	1.4	2.10
1.6	1.5	2.40
1.7	1.6	2.72
1.8	1.7	3.06
1.9	1.8	3.42
2.0	1.9	3.80
2.1	2	4.20
Upwards from 2.1	2	Radiance value x2

Cash Nodes end

The Cash nodes are a nuisance because we will discontinue Cash. Also, Cash nodes allow for buy pressure up front, but as soon as old investors stop investing and start taking ROI and beyond it will lead to A LOT of selling pressure.

Conclusion: Cash nodes need to be ended. A fair way of doing that is the following.

- Seize the Cash rewards treasury
- Disable the buy nodes function
- Compare the total cost an owner paid for nodes to the Cash that was claimed by them so far
- Airdrop the difference in Cash to the once node owner
- Airdrop an extra 5% value in Printer to the once node owner so as to compensate for loss of interest
- If the treasury has insufficient Cash to pay back to ROI, we will compensate with Printer of equal value

There will be entirely different types of Nodes deployed after we make the switch to the new dex and the new tokens. I will clarify later in this document.

The Swap to new tokens

We need to swap from Printer to Stars, from Cash to Radiance, and from Cbonds to Glow.

Well before the Swap, the contracts for Stars, Radiance and Glow are created with one token minted and then the contract put under multisig. They'll be shared for community review.

The Cash nodes will end asap as stated in the previous chapter.

The rebates bonding gets closed as well, leaving people the last 72 hours to claim their vested rebates.

We will have a Swap counter, that opens 72 hours before the first epoch of the new boardroom.

- Cash can be Swapped for Radiance 1:1, this mints Radiance and burns Cash
- Printer can be swapped for Stars 1:1, this takes from a preminted supply of 100k Stars and burns Printer
- Cbonds can be swapped for Glow 1:1, this mints Glow and burns Cbonds

On the Swap counter we'll have the following links:

- Link to break Cash-BUSD LP and link to break Printer-BUSD LP, both on Pancakeswap
- Link to create Radiance-BUSD, Stars-BUSD and Radiance-Stars, all on Orbital Swap

We'll have preformed LP on Orbital where Stars is equal to the current price of Printer and Radiance is at least 1.10 (if Cash was under 1.10) or equal to the current price if it's above that.

One month after the Swap counter opens, it will be closed. After this moment any Cash, Printer or Cbonds that aren't burned in a swap are likely doomed to roam the realms of the BSC forever. We'll add all Stars that were left in the preminted supply to our rewards contract.

Treasuries

POL (protocol owned liquidity) (at least 3/5)

Often in this document I'll mention LP's get sent to POL. This is a treasury under multisig that simply holds the LP's sent there. Preferably we'll never touch this treasury, and simply have it accumulate.

DAO fund (at least 3/5)

The DAO fund receives 8% of printer emissions. It can supply the Winning Stars Treasury (see below) or be used in other ways that benefit the community.

Starship Maintenance Treasury (3/5)

Over the course of this document, I will often refer to BUSD being for the "Starship Maintenance Treasury", essentially referring to a BUSD treasury that we can then use to cover expenses, do marketing, pay mods, pay gas, but also pay ourselves with. It is the latter that requires the tightest regulation so as not to have personal greed destroy the protocol.

I propose the following for team fund.

Every two weeks we skim off 10% of that treasury to send to the team fund. That dev fund then gets shared as we agreed (equal share for everyone, except double for Chillyo). This way when the protocol makes more, we make more, and since it is percentual we will never empty the treasury completely. We will always move towards an equilibrium of the protocol making money and us taking money this way. If we get really successful we can lower this from.

The mods also need to be paid from this treasury, we skim off an additional 2% for this to share among the mods, for a total of 12% skimmed off. Each mod that has pulled their weight gets an equal share of this.

Natives for team fund.

Devs get assigned 2% of printer emissions, which can be added to any BUSD reward.

Winning Stars treasury (2/?)

This is the primary treasury that won Stars are paid out from. For example if the Raffle winner wins 3 Stars, those are paid out from here. This treasury should be set up with and supported by the DAO share of Stars but eventually the protocol tokenomics should support it.

The Winning Stars Treasury is a multisig requiring only 2 signatures for transactions and with everyone on the team involved with prize allocation and giveaways having access to it. Because of this lower security level, the team will regularly send any overflow to the DAO fund for higher security.

The Battery (automated)

The battery is a buyback treasury. Whenever it holds BUSD, it will buyback and burn a randomised 10-100 BUSD worth of Radiance every 10-600 minutes (also randomised)

The Fusion Treasury (automated)

Red giants go through fusion to become white dwarfs, becoming smaller but more Radiant again.

The Fusion Treasury collects the Stars sales tax in the form of Glow when radiance is under peg.

The Glow that gets sent to the Fusion Treasury is claimable by holders of our staked LP tokens.

50% shared among all holders of staked Radiance-BUSD LP (either in the farms or in the boardroom)

35% shared among all holders of staked Stars-BUSD LP

15% shared among all holders of staked Radiance-Stars LP

Zappers

All over the protocol, investors will enjoy the service of zappers, facilitating the transaction from one of the tokens involved into LP tokens. Zappers will normally allow zapping from any of the tokens involved. Zappers involving Radiance, though (like Radiance-BUSD and Radiance-Stars), will disable the Radiance entry whenever Radiance is under peg, leaving only the option for entry with the other token involved. This will not stop anyone from manually selling Radiance to create LP, but it will serve as an educational reminder that zapping involves selling, and that some moments of selling are suboptimal.

For the primary LP's like Radiance-BUSD and Stars-BUSD, we'll eventually add the service to zap into that from non-related but oft-used tokens, like BNB for example.

Aequinox dex and their fee

We're partners with our dex, so we can set fees as we like as long as they make some fair money.

Aequinox offers a tax slider that we can set however we want. Half of that tax will then be reflected upon the LP holder and the other half is kept back for the dex to deal with. We can then ask Aequinox to deal with their part in a fair way. They ask that if we set the slider lower than 0.25%, we compensate in another way.

Our initial LP's will be:

Radiance-BUSD

Stars-BUSD

Radiance-Stars

Radiance-Stars is projected to be roughly 1/5 the size of either of the other two, with trading over it reflecting that size difference.

Other LP's will follow later as our project develops.

We set dex fee for all three at 0.3%.

This means that 0.15% of every trade goes back to the LP and 0.15% goes to Aequinox.

Whenever Aequinox takes profit by breaking liquidity, we agree that they do the following with their funds:

All Radiance: burn it

All Stars: Send it to our Winning Stars Treasury

All BUSD: keep it

Since the larger pairs include BUSD and the fee is set higher than 0.25%, we trust that this more than compensates (actually about double) for the zero income that Aequinox then gets from our Radiance-Stars.

If we later add more native LP's without a BUSD component, we may have to renegotiate this based on the then current situation.

We ask that Aequinox keeps us informed about their moments of profit taking and sends us the tx hashes of the above. If it's automated, then a variant of that agreement.

Extra taxes

Beyond the dex fee, we levy buy tax and sell tax on our end of the contract. This is a flat 0.6% on every trade, levied in the token that is sold at that moment.

Radiance tax (0.6%) is immediately burnt

Stars tax is used as follows (total 0.6%): 0.2% is sent to the Winning Stars Treasury, 0.2% buys

Radiance and burns it, and 0.2% buys BUSD and sends it to the Starship Maintenance Treasury.

BUSD tax is used as follows (total is 0.6%): 0.5% to the Starship Maintenance Treasury, 0.1% buys

Radiance and burns it.

On top of this, Stars has a sell tax when Radiance is under peg. This extra sales tax is 0.9 times the percentage that the most recent TWAP is under 1.0. So for example a TWAP 0.97 would incur a 2.7% sales tax (as $0.03 \times 0.9 = 0.027$) and a TWAP of 0.33 would incur a 60.3% sales tax (as $0.67 \times 0.9 = 0.603$).

The tax gets used as follows:

- 1 - Use the Stars to buy Radiance over the Radiance-Stars LP (taxless, of course)
- 2 - Use up to 40% of that Radiance to buy Glow Token. If there isn't enough Glow Token to buy, it will simply buy up to the maximum. The Glow gets sent to the Fusion Treasury.
- 3 - Burn all leftover Radiance.

Apollo's Hall (boardroom)

Goal: Print Radiance for holders of Stars

Danger: Sell pressure for Radiance

The epochs and 24-hour lockup are annoying, but on the other hand I don't want people to sidestep on epochs like they did on Wonderland rebases. We'll keep current epoch structure, but we'll make claiming Radiance available every epoch and exiting Stars-BUSD or Stars positions is possible every two epochs (6-12 hours after the most recent claim or deposit).

There will be two ways to stake tokens in Apollo's Hall. One is to stake Stars-BUSD LP and the other is to stake just Stars.

- The Stars-BUSD pool will receive 80% of Radiance expansion.
- The Stars pool will receive 15% of Radiance expansion
- The leftover 5% of daily Radiance expansion is sent to the rebates treasury (Hall of Ma'at)

Expansion of Radiance will mirror the expansion of Cash:

Circulating Supply / CASH minted

Below 10k / 2%

Up to 15k / 1.5%

Up to 25k / 1%

25k+ / 0.5%

The reason for this slow rate is that we wish to have Cash increase in Price rather than keep it close to peg through rapid expansion. We have the Hall of Ma'at rebates system in place to provide increased selling pressure when over 1.25 TWAP. This should provide a natural balance around 1.25 and should save us from the red-green traffic light go / no go situation that so many seigniorage protocols suffer from. Instead we'd have more of a green-orange-red traffic light situation with red (no go) under 1.01 TWAP, orange (go carefully) 1.00-1.25 TWAP, and green (LFG) 1.25+ TWAP. When we create strategies, they should correlate with these "zones".

Fields of Elysion (Farms)

These are our farms and they work like farms always work in seigniorage protocols. The LP's get incentivised with Stars at first and later possibly with other assets, like Circus or possibly even BUSD.

Stars Emission is set 90% to the farms, 8% to the DAO and 2% to the dev fund.

Stars emission to the farms is as follows.

55% Radiance-BUSD, 25% Stars-BUSD, 10% Radiance-Stars, 10% Radiance Single Stake.

Stars Emission is set at a pace that can be kept up for 18 months. Occasional boosting may happen by allocating Stars from the DAO.

The Rocket fuel NFT's boost the farm emissions.

Demeter in the lands of Hades (Glow token bonding)

When Radiance is under peg, Glow is issued in the amount of 1% of circulating Radiance supply per epoch, to a maximum of 25% of total Radiance supply. Whenever Glow total supply equals 25% of total Radiance supply, no more Glow will be issued.

Radiance can be burned for Glow at a ratio of 1:1 whenever Radiance is under peg.

Whenever Radiance is above peg for two consecutive epochs, all available Glow will be made unavailable again (burnt), restarting the process of 1% per epoch.

Hall of Ma'at (Radiance Rebates)

Goal: attain BUSD for Starship Maintenance Treasury and The Battery

Danger: direct selling pressure up to bonding price

The Hall of Ma'at gets supplied in Radiance by an automated 5% of expansion every epoch above peg. Any investor may always swap the Radiance within at a set price of 1.25 BUSD per Radiance. The Radiance will then be claimable by them at a linear vesting rate of 72 hours.

Whenever Radiance is above peg for two consecutive epochs, all Radiance still available in the Hall of Ma'at gets burned.

The BUSD attained by the Hall of Ma'at gets shared in the following way: 90% to the Maintenance Treasury and 10% to The Battery.

Rocket Fuel NFT's

There will be 4 versions of Rocket Fuel NFT's:
+100%

Stargazer Raffle

Usually very successful

Danger: Minor Stars sell pressure.

Goal: depends on the raffle

There's a case to be made for automated raffles, but I think it's really nice if it's done personally. There's fun in the announcements around the raffles and also, we can adjust the prizes to reflect current token price. As an alternative for putting up just Stars for prizes we can add other prizes like a percentage of the raffle entered or whatever suits the moment.

The Raffles take Stars from the Winning Stars Treasury. There will be three types of raffles and we can do them interchangeably.

Radiance raffles: One ticket is one Radiance. All Radiance entered is burnt.

BUSD raffles: One ticket is one BUSD. 80% BUSD is for For the Starship Maintenance Treasury. 20% goes to The Battery

LP raffles (of any one kind): One ticket is one LP token. 80% LP is added to POL, 20% gets broken with the Radiance part sent Out of Circulation and the BUSD part sent to the Starship Maintenance Treasury.

Special kind: booster raffles! Booster raffles are used to start up a game. Most games need a treasury of some sort to get going. The booster raffles will ask for tickets in the form of what that game needs, and there will be as many raffles as needed until the game can start.

Hall of Janus (coin toss)

Goal: take Radiance Out of Circulation

Danger: Minor danger of sell pressure when people win.

Hall of Janus is a simple coin toss. Janus has two heads, and he shows either one or the other randomly. The game is entered with 1, 5, 10, 50, or 100 Radiance. Win the Coin Toss and win 98% of the Radiance you put up. Lose the Coin Toss and lose the Radiance you put up.

Hall of Janus needs to communicate with its own Janus Treasury. It can be set-up via one or more booster raffles. If ever the Janus Treasury would not have enough to pay a potential win, the game cannot be played, and the game would need another booster. If at the end of the week the Janus Treasury holds more than 100k Radiance, then 10% of the Janus Treasury gets burnt.

Orion's Hunt (new Nodes)

Goals: increase POL, Buying pressure, Starship Maintenance Treasury

Danger: Investors not realising the extent of the game and doing the screaming ape thing if they lose on it.

Orion is the constellation that guides us when we're lost at night, but Orion is also a Greek god of the Hunt. We will have nodes, but the nodes will be a game: an arbitrage game where the nodes are forever chasing each other, hunting for the largest share.

How it works

Synopsis:

Three types of nodes will pay out in the tokens of the other two. This means that if there is high payout from one of the nodes, then it makes sense to buy some of the others.

Each Orion's Hunt game has three types of nodes. There will be multiple Orion's Hunt Games, starting with one. In the future we'll have versions where some of the nodes in the game will be partner token. Each game has its own treasury.

For the First Orion's Hunt game, we'll use Radiance-BUSD, Stars-BUSD, and BUSD nodes.

- Radiance-BUSD nodes can be bought with 10 BUSD worth of Radiance-BUSD LP
- Stars-BUSD nodes can be bought with 10 BUSD worth of Stars-BUSD LP
- BUSD nodes can be bought with 10 BUSD

Upon buying a node, 90% of the investment goes to the Orion 1 Contract to be a reward for the game. The other 10% is discussed below.

The maximum payout a node can have is 300% its buying value. This means that every node buy pays out to at maximum a value of 30 BUSD.

Rewards are in the form of the tokens that the other two nodes use.

- Radiance-BUSD nodes receive Stars-BUSD and BUSD for claiming.
- Stars-BUSD nodes receive Radiance-BUSD and BUSD for claiming.
- BUSD nodes receive Radiance-BUSD and Stars-BUSD for claiming.

The rewards are calculated as follows (percentages are in daily yield). The rewards are based on the comparing of BUSD value of the three assets held in the treasury, so if Stars suddenly moons, then the compared Stars-BUSD value is considered higher, meaning more Stars-BUSD will be paid out to holders of Radiance-BUSD and BUSD nodes.

For ease of reference, I will explain it from the perspective of BUSD, but it works exactly the same for the other two.

- 1.5% of the total amount of BUSD is called by the Radiance-BUSD claiming contract and 1.5% of BUSD is called by the Stars-BUSD claiming contract. This 1.5% gets overridden by the minimum and maximum called as follows.
- The minimum BUSD called is: 0.4% of active Radiance-BUSD nodes value called by Radiance-BUSD nodes claim contracts plus 0.4% of active Stars-BUSD nodes value called by Stars-BUSD nodes claim contracts.
- If the Orion 1 Contract doesn't have the minimum of 0.4% in BUSD for any of the two contracts, then instead everything gets called.
- The maximum BUSD called is: 2% of active Radiance-BUSD nodes value called by Radiance-BUSD claim contracts plus 2% of active Stars-BUSD nodes value called by Stars-BUSD claim contracts.

When receiving the called amounts, the claiming contract then shares over the nodes in the following way. Once again I explain from the position of BUSD, so the claiming contract would receive Radiance-BUSD and Stars-BUSD to a value between 0.4%* and 2% of total BUSD nodes value

*or it would receive nothing from one of the two if one node is severely underbought and 0.4% cannot be made

The Percentage Share of BUSD nodes holders gets calculated**, starting with the largest holder, with a cut-off at 2.5%, meaning that any wallet that holds more than 2.5% of total BUSD nodes in existence, will only be counted for that 2.5% before the wallets with lower mounts are calculated. The called amount then gets shared over the BUSD holders based on their (cut-off) percentage share.

This means that the daily reward in the best case scenario is 5%. But of course, when anyone whales it to exactly that amount, the other two node types will suddenly become very attractive...

**based on maximum payout left, not total amount bought.

The 10% that was earlier mentioned that gets pulled aside when nodes are bought, is used as follows.

The Radiance-BUSD: 40% to POL, the other 60% gets broken: all Radiance burnt and all BUSD to Starship Maintenance Treasury

The Stars-BUSD: 40% to POL, the other 60% gets broken: all Stars to the Winning Stars Treasury and all BUSD to Starship Maintenance Treasury

The BUSD: all BUSD to Starship Maintenance Treasury

How it looks

The UI for the investor is divided per node type. For each node type it shows the following:

- Amount of nodes owned of that type
- Total BUSD value claimed
- Percentage Shares the investor owns of that node type (calculated using maximum payout left, not number of nodes bought, meaning percentage share depreciates naturally over time).
- Gauged Percentage Share increase per extra node bought.
- Current daily percentage yield for each of the other two tokens.
- Gauged daily percentage yield increase per extra node bought.

Setting it up

We set this up using a couple of special raffles, plus what we have in our POL or our Starship Maintenance Treasury. We set it up buying 100 nodes in a very unbalanced way: 5-10-85. The rewards of those nodes will be used as POL and for the Starship Maintenance Treasury.

We set this up using parts of our POL and our Starship Maintenance Treasury (preferably right after a BUSD raffle). So we set it up minting 51 Alnilam with 510 BUSD, 100 Alnitak with 1000 BUSD value of Stars-BUSD LP, and 500 Mintaka with 5000 BUSD value of Radiance-BUSD. The act that it starts unequal is the point. Then we create 50-50-50 of the Alnitak-Alnilam-Mintaka LP to give that a start. We now have 1 Alnilam, 50 Alnitak, and 450 Mintaka, which we all convert into nodes. Let the games begin.

Since we now own nodes, we can use the claim to buy the other two tokens occasionally and then LP to add to the Alnitak-Alnilam-Mintaka LP. We don't compound nodes. We can also choose to simply burn.

Future

In planning: a version of this game with Radiance, Stars, and Carpet

Toth's Predictions (up/down)

Goals: POL increase, buying pressure, and Starship Maintenance Treasury increase
Danger: minor chance of sell pressure.

Toth's Predictions are a game that is played slower or faster depending on how much it is used. Basically the BTC chart is followed. A moment in time is picked, and people bet on the on BTC price being up or down (in dollar value) by the end of the set period. Betting is possible up to the point of one third of the period since its start. Anything bet after is for the game thereafter. I clarify in this simple table where betting colours correspond to game period colours. The percentages mark how much of the bet is counted for the weighting, giving the players a choice of higher value for their bet or more accurate predictions due to the chart and bets having advanced further. This of course should be very clear when entering the game.

Game									
Betting	90%	110%	100%	90%	110%	100%	90%	110%	100%

The game is entered with Radiance-BUSD LP. Zapper functions will be provided on the game page. If Radiance is under 1.01 TWAP the option to enter this zapper with Radiance is turned off. People can of course still create the LP manually, but it is meant to dissuade and alert what it means to zap.

A basic amount of LP is required to start up the game, because the prize LP's up for grabs carry into the next round. We shall use an LP raffle to get the LP required to fire up the game. We can always do that again if needed or incentivise the game if we feel it needs some extra attention.

Betting LP entered is multiplied by the percentage shown above and then weighted as part of the total entry for either the up pool or the down pool. If the player is part of the winning pool, their weighting decides their share of the winnings. When a player wins, they get 100% of their bet back in addition to the winnings.

When a side loses their LP is spread out over the win pools for the opposite side of the next seven games with 30% going to the next game and 10% each to six games after that. When a side wins, the prize pool for the opposite side remains unclaimed and gets spread out in the same way for the next 7 games, again leaving 10%.

If BTC ends exactly equal to where it started, to the USD cent, then the prize money of both sides gets moved on as if both sides have "won". All player's bets are returned.

The 10% is skimmed off. 2% is added to POL directly. 8% is broken, where the Radiance goes Out of Circulation. Of the BUSD 2% is used to buy Radiance which is taken Out of Circulation and 6% is sent to Starship Maintenance Treasury.

As previously mentioned, Toth's Predictions go faster the more it gets played. There are 8 speed settings, namely: 12 hours, 6 hours, 3 hours, 1 hour, 30 minutes, 15 minutes, 9 minutes, 3 minutes. Whenever total Prize LP (over both sides) for any game has a value of 3000 BUSD or more, the speed setting increases by one, to the maximum of 3 minutes per game. Whenever total prize LP (over both sides) for any game has a value of 1000 BUSD or less, the speed setting decreases by one, to the minimum of 12 hours per game.

When Orion's Eternal Hunt is also developed, we could consider using Mintaka for Toth's predictions. But I'd rather keep each game to their own Risk. The idea of using a token instead of straight up the LP might be cleaner, though.

Toth's Predictions need to be rewritten in the next version, but the basics remain the same.

Loki's Palace (arcade hall)

Loki's Palace is a place where all kinds of browser games can be played. I was thinking to create a token for this called Photons, which are bought to play said games. But this is a bit far away as far as I know, so I'll leave it be for now.

Starship (the rebalancing ETF that dex offers)

Whether we do this or not is still into question. Both because of reservations that our own team has and because dex has specified that all assets in the "ETF" need to be on one DEX, and Orbital is a bit small, still. (why the hell choose the name dex when you're not a dex, it's so confusing).

If we do it, I would propose Starship gets bought with BUSD and consists of 15% BUSD, 15% USDC, 40% Radiance, 10% BNB, 10% ETH, and 10% BTC. That would leave us comfortably wedged in between 30% tokens at around our Peg and 30% tokens free floating. This would provide buying pressure especially when we're under peg. About the surplus value that gets skimmed off we'd need to have a talk. Obviously the Radiance can go Out of Circulation and other gains to the Starship Maintenance Treasury.

As to those reservations... I think that everyone who has them should go and talk with the dex dev. I would set up that talk. I would welcome that because I think it is a great product but I would be interested in being proven wrong by sharp questions from specialists.

Nebulae (our own non-rebalancing ETF's)

These ETF's are simply going to be an investment into the LC ecosystem, creating a basket of tokens where the strong carry the weak so the investor invests in the whole.

I would also like to have a version where we would do an ETF for all Dominion protocols, but that would require multichain buys, which can be a bit annoying... oh well...

Chimera NFT game

Incentivise LP's

The protocol still owns about 93% of all Printer tokens, even more now that team members have donated their share. When we change to Stars, we can simply put all those Stars in a new rewards contract again and set emissions so that it can run for a time we determine at that moment. I suppose a year would be a nice aim, but 2 years would be nicer. Our 15% DAO fund and 5% Dev allocation would simply start over.

The Seigniorage Circus is going to provide incentives when we join Dominion, and they stated that's going to be a couple of years at least.

What's also very much a possibility when we increase our ways of making BUSD for the protocol, is that we incentivise LP with BUSD at some point in time. No rush, though, with all the incentives already in place.

If ever we really are in dire straits there is always the option to call a mint into vote. But if we play our cards well that will either never happen or is years away.

Version updates

Version 1.1 (2022-07-24)

Hall of Apollo

1. Added Radiance expansion
2. Added the 5% skim off that the Hall of Ma'at requires.

Orion's Endless Hunt (nodes)

1. Entirely rewritten.

Halls of Ma'at (rebates)

1. Removed: put up 1000 Radiance each epoch.
Changed to: put up an amount of Radiance that would incur 0.5% downward price move for Radiance if all is sold.
2. Allowed for 5% printing of Radiance to be skimmed off apart from the boardroom without complex internal staking situations
3. Clarified Ma'at Treasury workings.

Version 1.2

Treasuries

1. Added The Battery

Orbital dex

1. Completely changed in accordance with new insights and knowledge

Orion's Endless Hunt (nodes)

1. Adjusted skim-off from 1% to 5% as nodes can clearly take that.

Toth's Predictions

1. Added the suggestion of possible using a token for this game like in Orion's Endless Hunt instead of LP. Or possibly even the same one.
2. Added a line that says the game needs a rewrite in the next version

The Swapping

1. Changed duration from 3 days to a week
2. Changed how the actions on our end will be done by a program created by Chill instead of manually.
3. Removed the lines where we said we would stake on behalf of the investor. The assets will instead be claimable.

Fields of Elysion (farms)

1. Added this section and dictated the rewards spread and emissions rate.

Stargazer Raffle

1. Adjusted for the existence of the Buyback Treasury

Version 1.3

Treasuries

1. Renamed Out of Circulation Treasury to Bose Einstein Condensate Treasury
2. Renamed Protocol Treasury to Starship Maintenance Treasury
3. Wrote something about a Fusion Treasury, but those mechanisms probably won't need a treasury
4. Moved the POL to a different place in the document

Apollo's Hall

1. Added the Stars-BUSD pool for Radiance printing
2. Set percentages over the pools and the Hall of Ma'at.

Zappers

1. Added a section on zappers.

To do

1. Added a to do list because the work is never done

Version 1.4

Tokens

1. Adjusted text for Stars.
2. Added tax for Stars when Radiance is under Peg (was actually added in version 1.3 but oh well)
3. Changed Stars tax to a more gliding scale
4. Added Glow premium values

Treasuries

1. Adjusted Winning Stars Treasury text
2. Adjusted Fusion Treasury text

Basic functionalities

1. Changed the text in Apollo's Hall
2. Changed the text in Fields of Elysion
3. Changed the text in Demeter in the Lands of Hades

Version 2.0

Total rewrite part 1

1. Everything up to and including Hall of Ma'at needs is rewritten
2. Everything else still needs to be rewritten

Version 2.1

Dex and tax

1. Changed from Orbital to Aequinox
2. Rewrote taxes in a separate chapter

Glow token and Hall of Ma'at.

1. Bolded an and made that bolded part congruent with each other.

Stargazer Raffle and Hall of Janus

1. Added special raffles
2. Wrote in the Janus Treasury (because the BEC treasury is gone)
3. Adjusted the placing in the document

Orion's eternal Hunt

1. Entirely redone